**THE HISTORY**

**Origin of the idea**

It was 2012/13 when Daniel Pasternak and Igor Suslov were sitting in a café at Munich’s Karlsplatz. Before entering the café, they hadn’t known that the coming hour would be the start of a fantastic idea. Even though, 30 minutes after entering the café, they were more than annoyed. Or rather: because they were very annoyed.

The reason for the bad mood was the waiter’s ignorance who kept on overlooking them both and wasn’t able to take their order. But how could he? The place was packed, all customers more or less looked the same and the staff were unable to cope. In this situation it is easy to miss a faint wave, the lift of a hand or a quiet “Hello, one cappuccino, please.”

“There should be a signal to show the waiter that we want to order. But it has to be ornamental at the same time. Or even better: There should be a gadget on the table, that gives a signal and with which I can also order. Which is connected via an app and provides data, too. On the duration of stay, waiting time, orders, untaken seats, reviews of waiters etc.” Thus began the history of the Ordercube.